MATCH BREAKER

Rules

OBJECT

Win Hearts by dating Contestants whose dating profile matches your own. When a Player wins enough Hearts, the game ends and they are declared the winner!

Marcie Pilot
Friend to Animals
Dogs and cats follow this caring
Drama!
Self Care
Swap a Trait from your own Profile with one from your Hand.
Too Many Cats
This Contestant's home contains at least 40 cats.

WORDS YOU SHOULD KNOW

Player

That's you! You're a Player, I can tell. So are the other people you are playing the game with.

Contestant

The objects of the Players' affections. Contestants have a number of Hearts representing their value, and text describing a unique action that can be taken once won by a player.

Traits

These cards have a teal, pink or yellow symbol on them, and are used to create Profiles for both the Players and Contestants. When a Player places a Trait onto a Contestant, they lay it face down.

Profile

A collection of up to three Traits assigned to a Player or Contestant

Red Flags

These cards look and behave like Traits until they are flipped face up. When they're revealed, they are removed from the Contestant's Profile and placed in the area above the Contestant on the table. A Contestant with Red Flags is worth -1 Heart for each Red Flag. If revealing a Red Flag lowers a Contestant's value to 0 Hearts, discard that Contestant and all cards associated with it. Red Flags do not take up empty card slots on a Contestant once revealed, and new cards may be added in their place.

Drama

These cards have instructions on them. Players may spend an action resolving the effects of the card, then discard the card.

SETUP

1) Seperate the **Contestant Deck** (A) from the rest of the cards and place is face down on the table.

2) Draw 3 **Contestant Cards** (B) from the **Contestant Deck** (A) and place these face up as shown.

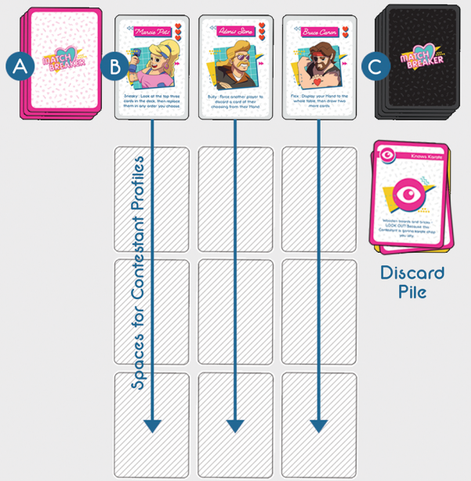
3) Shuffle the **Main Deck** (C) and deal cards to the Players face up until they each have 3 Trait cards in front of them. These 3 cards remain face up in front of each Player, and are called the **Players Profile** (E) Return all Drama and Red Flags to the **Main Deck** (C) Shuffle it again and then place on the table as shown.

4) Deal 5 cards to each Player from the **Main Deck** (C) These cards form the **Player's Hand** (D) and are hidden from the other players.

5) Return the **Main Deck** (C) to the table once more. Decide which Player will take the first turn. We recommend the player who most recently went on a bad date. They could use the pick-me-up.

Each Player

After setup, each Player will have a **Player Profile** (E) placed on the table, and a **Player's Hand** (D) in their hand like shown here.

Table Centre

This is what the centre of the table will look like during play. All players can interact with these cards, so ensure they are within reach.